

## READ THIS BEFORE YOU START

The SEGA CARD and the MEGA CARTRIDGE are intended exclusively for the SEGA MASTER SYSTEM.

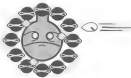
## HOW TO USE SEGA CARD MEGA CARTRIDGE

- 1 Make sure that the POWER SWITCH is "OFF".
- 2 Next, insert the SEGA CARD or MEGA CARTRIDGE into the SEGA MASTER SYSTEM (see the illustration).
- 3 Turn the POWER SWITCH "ON". If nothing appears on the screen, check to see that the insertion as described in the above point is properly made.
- 4 After using, shut the computer's POWER SWITCH "OFF" and then pull out the SEGA CARD or the MEGA CARTRIDGE and put it in its case for safe storage.



Long ago, far away in space there existed a "FANTASY ZONE" where a newspaper had called OPA OPA the planet fought in a violent combat to rescue the "FANTASY ZONE" from its enemies. In the space year 8,210, the Interplanetary Monitoring System collapsed causing all of the planets to become panic stricken. According to an official inquiry made by the SPACE GUARD someone is leading the MILION PLANET forces using them to steal the foreign currencies of the other planets, and with the funds, construct a huge fortress on the "FANTASY ZONE". To put an end to their continuous plans OPA OPA promptly taking off for the "FANTASY ZONE" where

# Fantasy Zone



SEGA

## ROUND 1: PLALEAF (PLANET OF GREENERY)

### ① MOODOLON

This is an enemy on the ground. It keeps running towards the player but is cowardly.

### ② GULL-CURL

It's very flaky and flies with its arms (which are its wings) flapping.

### ③ BOOTHAM

A scientific type enemy, it comes towards the player.

### ④ BOYTACO

While stretching and withdrawing its legs in up/down, right/left and diagonal directions. It approaches the player and fires a weapon from its stretched leg.



- ① **THAYA THAYA**  
3 twinkling balls floating in the air



①

- ② **BASE**  
In each planet, when all of the BASES are destroyed, a huge creature will attack the player. Destroying it will advance the player to the next planet!

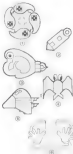


## ROUND 2 TABAS (PLANET OF FIRE)

- ① **C-SOUL**  
Comes towards the player as firing
- ② **ADWICHU**  
While maneuvering in 18 directions, this follows CPM, CPA around.
- ③ **BOYELHIN**  
Fires projectiles from the tip of its tail
- ④ **CHAMBA**  
Flapping its wings it disappears from the air.
- ⑤ **COAGON**  
Can make wings turn like a fly. Special attacks from its wings and body attack the player
- ⑥ **BASE**

## ROUND 3 LA DUNE PLANET OF SAND

- ① **CORD**  
Cords rolling by and then flow, it goes up and then
- ② **FACE**  
Min soldiers with different shape, inside, outside or out ORA ORA go
- ③ **CRYSTALL**  
While infaring and defaring, it shows at once
- ④ **BOOM**  
When stretching and shrinking speeds and sometimes it bends in the direction of the player
- ⑤ **POYER**  
Systems revolving on the survival of a body, it changes in size and sometimes various properties
- ⑥ **BASE**



## ROUND 4: COLUMBICA (SUPERPLANET)

- ① **SHATBOO**  
Approaches the player while opening and closing its wings
- ② **F EAS**  
Comes flying by making turns and shoving
- ③ **SOUL**  
Transforming itself from a circle to a square, it fires weapons
- ④ **FLOWERS**  
Comes passing in an OPA-OPA
- ⑤ **BASE**



## ROUND 5: POLARIA (PLANET OF ICE)

- ① **JERRY**  
While enlarging and then becoming smaller, it sends for the player
- ② **IS P**  
Is a fish-type enemy which attempts to land on you

In addition to these, **SCURTHAM (PLANET OF GREENERY)**, **SCOT (PLANET OF SAND)** and **COLON (PLANET OF FIRE)** also attack OPA-OPA.

- ③ **BASE**



①



②



③

# ROUND & MOONSTAR (PLANET OF CLOUDS)

① **BUDAM**

While turning, it discharges its seeds and stores itself into another figure.

Also, **JIRRY** (PLANET OF ICE), **ADAMOR** and **BOYEL YAM** (PLANET OF FIRE) and **SOUHL** (UPPER PLANET) will appear.

② **BABE**



④



⑤

## ROUND 7: POCARIUS (PLANET OF WATER)

### ⑦ RECAL

A hard-working type  
creature which lends its  
power

Other than RECAL, C SOLA  
(PLANET OF FIRE), PATA<sup>2</sup> and  
POYON (PLANET OF SAND)  
and MIP (PLANET OF ICE) are  
also on the scene

### ⑧ BATH

## ROUND 8: BULFAR (PLANET OF THE EVIL SPIRITS)

Herein, a number of Pogo  
monstrous creatures live. Unlike  
they are full with several skills.  
They can not be destroyed.  
Skillfully select the party to  
increase your POWER and fight  
against them, you will have to  
find out by yourself just what  
these other beings actually are like.



## WHEN PLAYED BY USING THE CONTROL PAD

### ② DIRECTION CONTROLLER

#### ② START button

#### ① SHOOT BUTTON

#### ② BOMB BUTTON

For continuous firing, keep the  
button pressed down.

#### ② Move/press DPA, DPA

↓  
↓

Move  to select items at the  
PARTS SHOP ↓

Press  to change items in  
the PARTS SELECT screen

↓  
↓

#### ① or ② PARTS SHOP

(South) button

PARTS SELECT button

For PARTS SHOP and PARTS  
SELECT details, see page 32 or  
42



## HOW TO PLAY

### PURPOSE OF THE GAME

During the huge conquests and at the BASES on the planet, in an effort to save the "FANTASY ZONE", by capturing the data needed to purchase additional POWER.

### GAME OVER

The number of standing OPA OPA's (the player's spaceship) is 2. When a total of all 2 of the standing OPA OPA's are lost, the game is over.

### STARTING

1 LP (Score of Player 1)

TOP High score to date

2 LP (Score of Player 2)

Ⓐ For 1 player, push the START button of CONTROL PAD 1

Ⓑ For 2 players: push the START button of CONTROL PAD 2

<For 1 player>  
Now an OPA-OPA, are the only one who can save the "FANTASY ZONE". There are various enemies along the way which you will encounter. Unless the POWERS-UP game (see pages 10 - 42) is given you the edge in your battle against them.

<For 2 players>  
Which one - you or your friend, will be able to bring peace to the "FANTASY ZONE" ?

The entire planet can not be shown on the screen at one time. Manipulate the Direction Controller and the screen moves to the right and the left. Now the rest of the planet starts to become visible.

- ☐ (A) Relationship about CPA-QPA can not use
- ☐ (B) None
- ☐ (C) The remaining number of CPA-QPA
- ☐ (D) Coins

#### CPA-QPA'S SAVING ACCOUNT

Capture as many coins as possible so that you may buy the POWER-UP parts.  
There are 3 different size coins, with the larger ones being more valuable.

## PARTS SHOP

During the game, the Bluebird team member Capturing 3 enables you to proceed to the PARTS SHOP scene and purchase the POWERUP parts and armaments within the limits of your savings account.



### SPEEDUP PARTS

#### ENG. WEAPON

(Makes the speed slightly faster.)

#### JET ENGINE

(— extra faster.)

#### TURBO ENGINE

(— very fast.)

#### ROCKET ENGINE

(extremely fast.)



## WEAPON 1 ARMAMENT

— Use Button (X) —

SHOT BEAM

LASER BEAM

TRAY SHOT

## WEAPON 2 ARMAMENT

— Use Button (X) —

TWIN BOMB

(Two bombs dropped)

Smart Bomb

SMART BOMB

(Destroys all of the on-screen enemies in one shot)

HEAVY BOMB

HEAVY BOMB

(Destroys all of the enemies in a horizontal direction.)

HEAVY BOMB

(Destroys all of the enemies in a vertical direction.)



- 1 By using the Direction Controller (D) move the screen ← and highlight ship's desired item.
- 2 By using (B) 1, move 1 to the desired part of screen.
- 3 Press 1 (BUY), push (D) or (B).

By repeating the 1-3 procedure parts can be purchased. When SELECT items are that particular item can not be bought.

#### Note

Even if you have a large amount of unspent money, when sufficient parts have already been purchased, return to SELECT and push button (D) or (B).

Proceed next to the PARTS SELECT screen.

## PARTS SELECT

After purchasing parts & equipment in the PARTS SHOP, items as previously mentioned, printed next to the PARTS SELECT screen.

Items before being reinforced with the POWER-UP PARTS & EQUIPMENT items such as [Ammo], [Weapon], [Tech Suit] and a [Special Skill] are used.

No matter how many parts have been purchased as per the above, only one each item (the respective categories of [SPECIAL WEAPON 1] and [WEAPON 2] is usable. Let's select one item each group.



1. By using the Direction Controller (D-Pad) move to inside the desired item and then push (X) or (Y) the 1 mark appears inside what you have selected.

2. When 2 have been selected repeat the above procedure and move to inside [X], by using the Direction Controller (D-Pad) and then push button (X) or (Y).

Now, with the POWER-UP parts and equipment, you are ready to continue the game!

Note: When one OFA OFA is lost, all of the goods purchased will disappear. Buy them again in the PARTS SHOP screen when you have sufficient savings.



During the game, after acquiring  
POWER UP parts and answering  
the mark appears.  
Capturing it will also enable  
to proceed to the **RAID**  
**SELECT** scene.

#### ○ **SELECT**

These items can be selected  
again out of the previously  
purchased POWER UP parts.



## SCORES

Big awards	100 points
Small	1,000 points
Huge creature	10,000 points

## SCALES

After creating 8 rounds, the following points are added as a SCALE:

- The remaining money units  $\times$  10 points
- The remaining number of players  $\times$  1,000,000 points

## ADVANCE FROM PROFESSOR PLAYER

- After ending the game, the entire set of scales are destroyed. The higher the last 8 value is.
- During the actual game master has to evaluate the effectiveness of each of the POWER-UP parts and award





## HANDLING THE SEGA CARD AND THE MEGA CARTRIDGE

The SEGA CARD and the MEGA  
CARTRIDGE are intended  
exclusively for the SEGA  
MASTER SYSTEM.

### For Proper Usage

#### The cartridge must:

- |  |   |
|--|---|
| • Be not bent                                      | Do not subject to any external stress         |
| • Be not exposed to heat or cold                   | Do not damage or deform                       |
| • Be not used near any high electromagnetic source | Do not use near strong electromagnetic source |



- Be especially careful not to click anything on the SEGA CARD.
- When not completely dry, do not use.
- When it becomes dirty, carefully wipe it with a soft cloth soaked in isopropyl alcohol.
- After use, put it in its case.

**SEGA™**

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